

# **DESIGN PORTFOLIO**

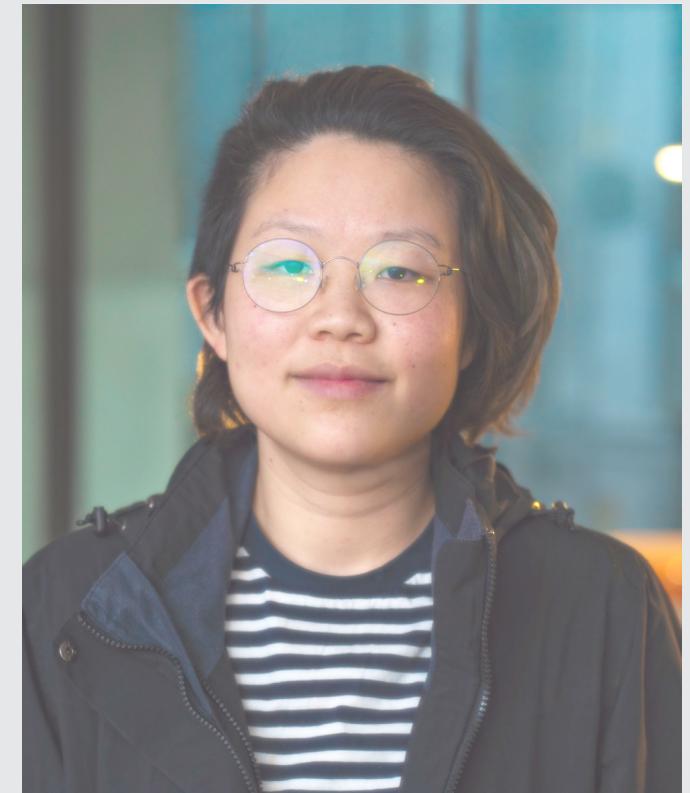
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# JANET CHOI

Studying in MA Material Futures at Central Saint Martins, I am interested in exploring the possibility in media and material by using my interdisciplinary skills in video, design and creative coding. I seek art and science as an alternative way to rethink the relationship among human, nature and machine.

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<b>SOFTWARE</b>	Photoshop Illustrator Premiere Pro InDesign After Effects Tableau	Figma Fusion 360 Rhino Keyshot SparkAR Unity
<b>EDUCATION</b>	2019 - Present  2014 - 2016	MA Material Futures Central Saint Martins  BAS New Media (1 <sup>st</sup> Class Honours) City University of Hong Kong
<b>EXPERIENCE</b>	Multimedia Designer Makerspace Assistant Teaching Associate TV Production Assistant	
<b>SKILLS</b>	Arduino HTML/CSS Digital Fabrication (3D Print / CNC / Lasercut)	Python Processing Prototyping
<b>SKILLS</b>	English	Chinese (Cantonese, Mandarin)



# TABLE

## OF

## CONTENTS

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### SLIDO (On-going)

Concept, Design,  
Prototyping,  
Research

Product / Architecture  
Transformable Design



### SCENT-STOP

Concept, Design,  
Prototyping,  
Research

Interactive Installation  
Aromatherapy



### SENSOUND

Concept, Design,  
Prototyping,  
Research

Product / UX / UI  
Pollution in London

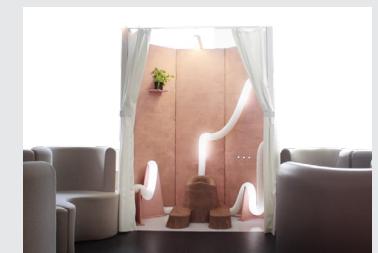


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### TAPOO

Design Engineering  
Group Project

Interactive Installation  
Moving to Mars



# SLIDO

Transformable Entrance for Kindergarten    2020-Ongoing

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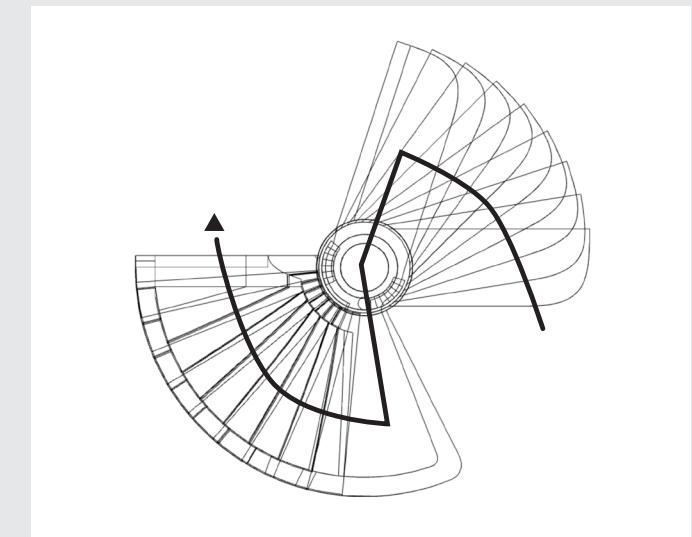
Transformable Design is not widely used in the field of product design because of its interdependency design and engineering.

Transforming by rotation, Slido is transformed from a door to staircases and slide, with familiar interface and experience for children. The door transforms to become the part of the journey for them to go through.

## Process Book

[https://janetckm.github.io/portfolio/assets/img/2\\_Design Portfolio.pdf](https://janetckm.github.io/portfolio/assets/img/2_Design Portfolio.pdf)

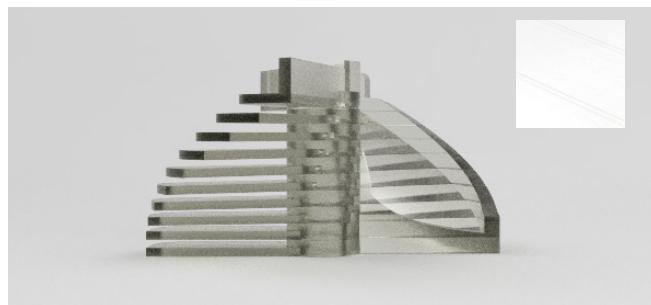
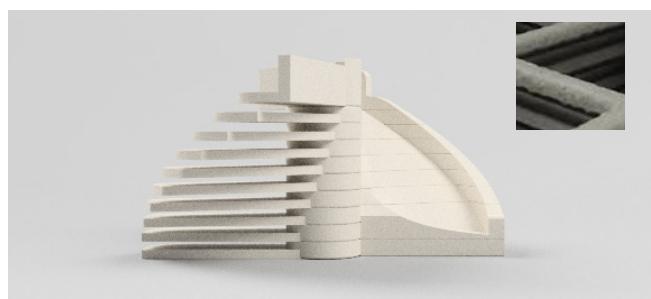


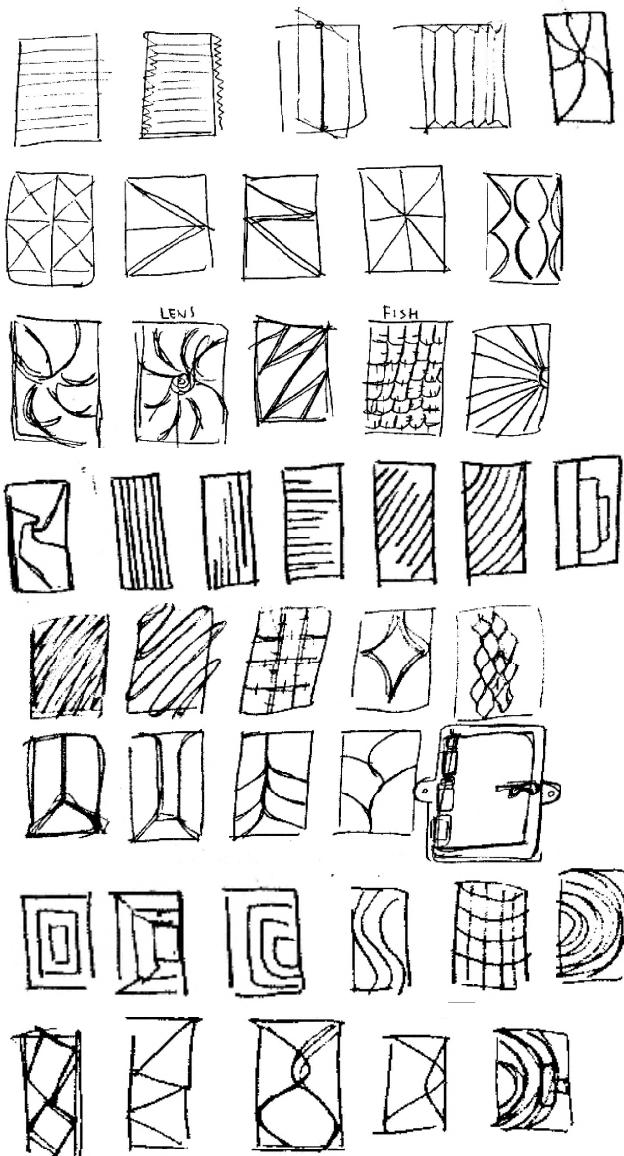


As the first moment for children entering the school, the door can act as an important role to welcome and comfort the children with happiness and playfulness while stimulating them with sensations. Door design should consider the user interface and experience for the user group - kids.

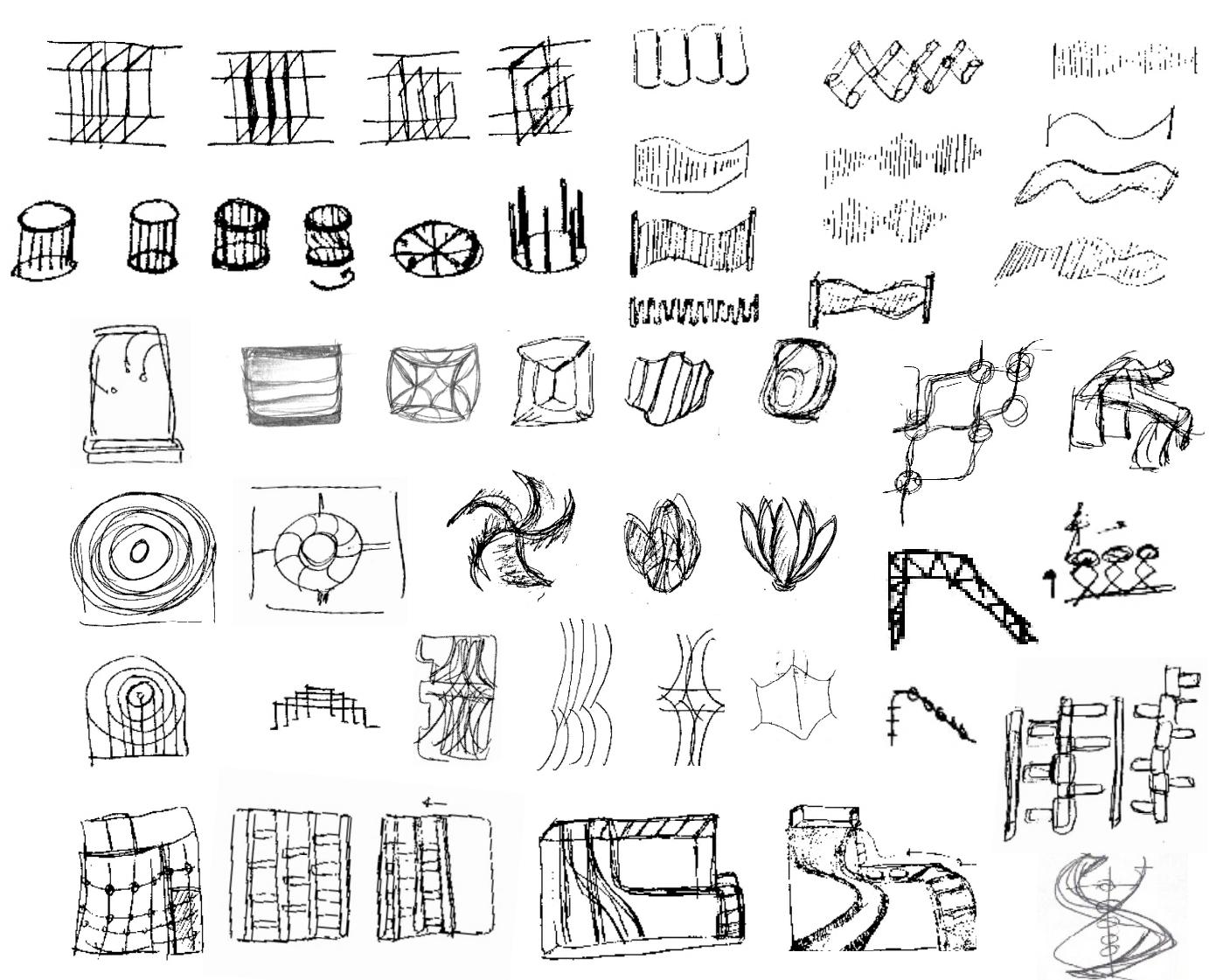
Kindergartens bring children together to study and explore. The journey starts from the entrance, transforming the entrance door to a playable installation when they go and leave the school everyday.

Transforming by rotation, the door is transformed as a slide, with familiar interface and experience for children. The door transforms to become the part of the journey for them to go through.



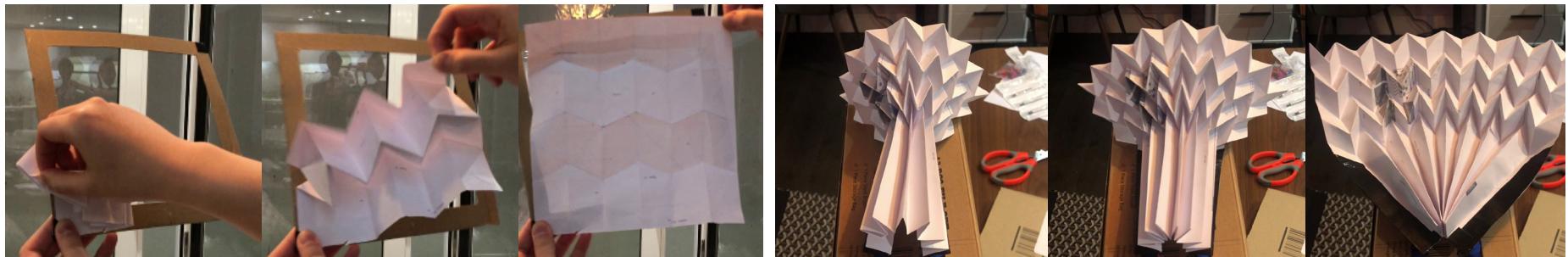


CONVENTIONAL  
SHAPES



UNCONVENTIONAL  
FORMS

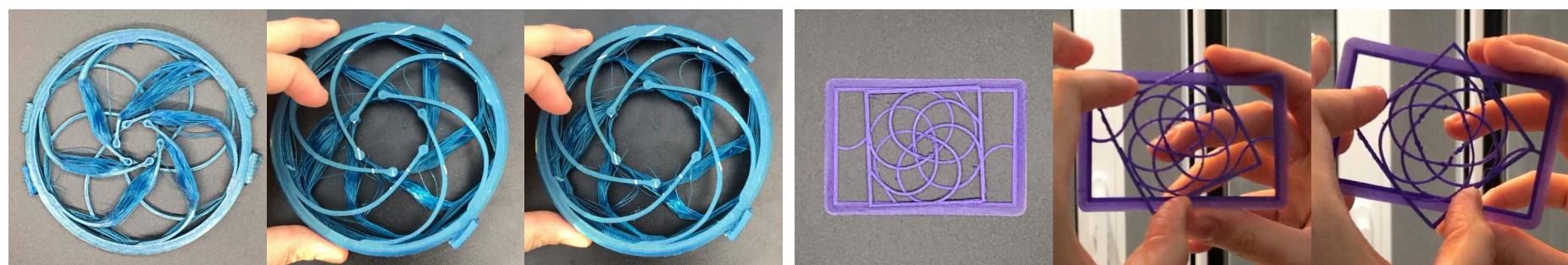
## TESSELLATION



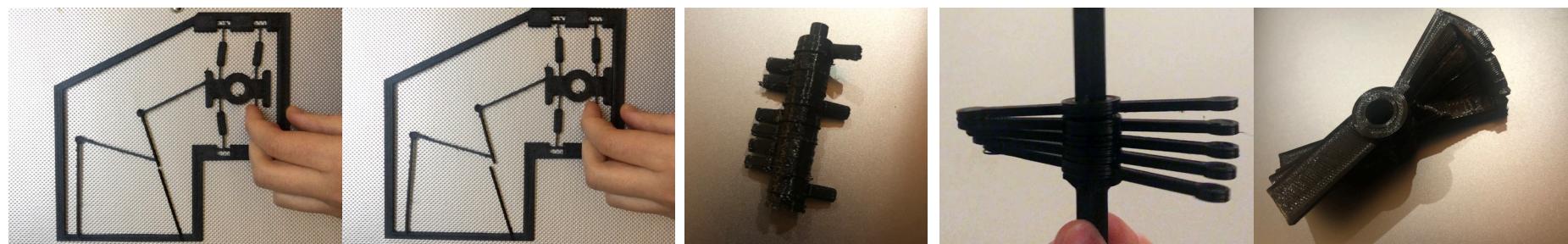
## MODULAR



## COMPLIANT

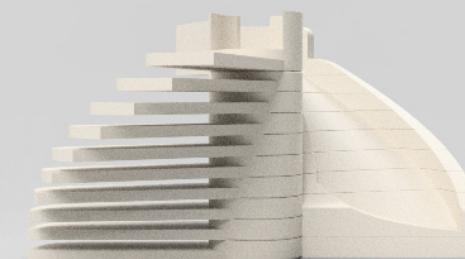
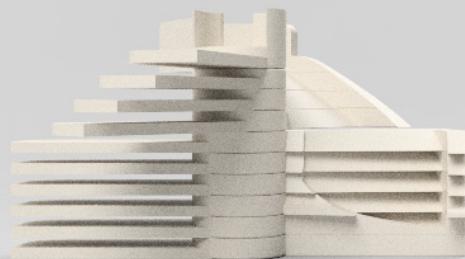
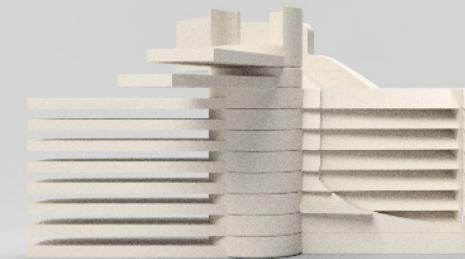
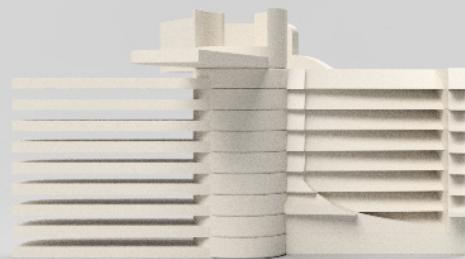
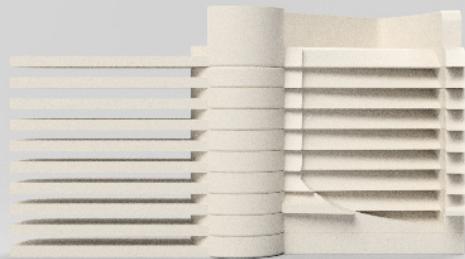


## EXTEND FUNCTION



## EXPERIMENT - MECHANISMS

SECURITY



TRANSFORMATION

PLAYFULNESS

# SCENT-STOP

**Scent Vending Machine for Aromatherapy**  
Project for Firmenich (Only for Portfolio)

2020

Firmenich

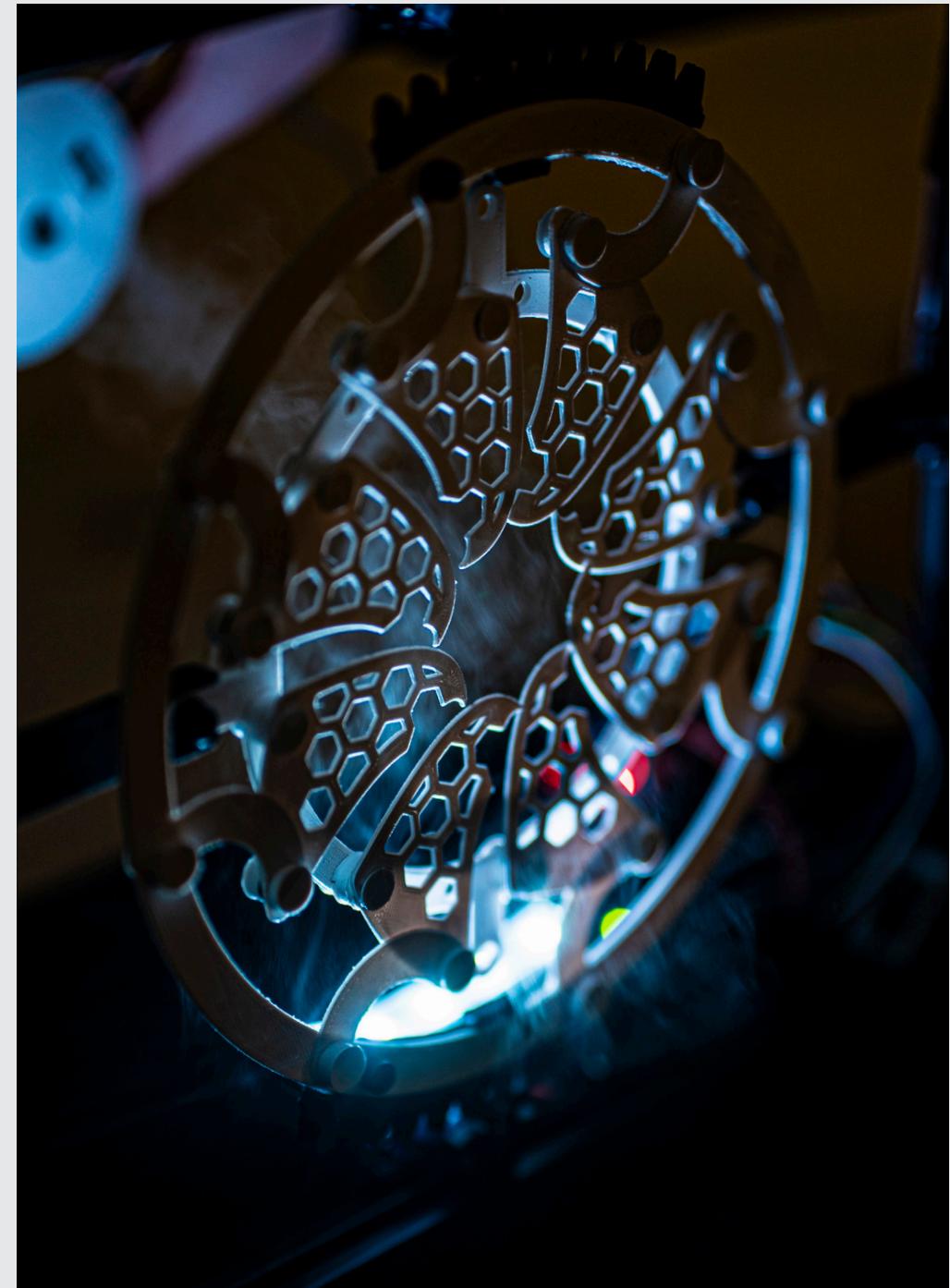
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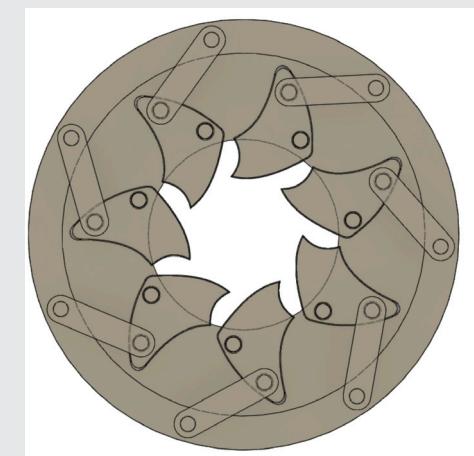
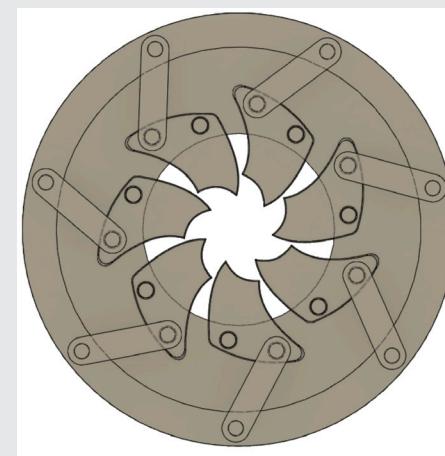
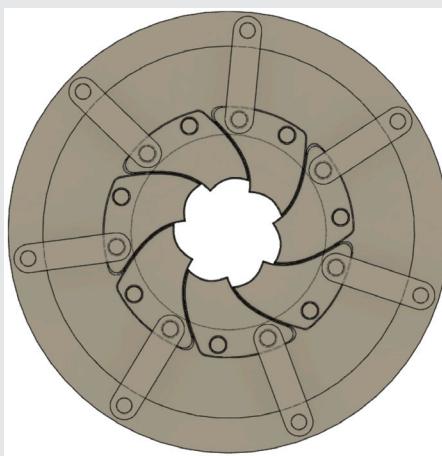
An aroma therapy vending machine that allows people to purchase an interactive experience - meditating with natural scents and transformable visual effects while sensing the heart beat rate. The machines will be installed in the public transportation, where people can spend their time from waiting to relaxing.

Many people drink coffee or energy drinks to enhance work performance. However, there are other natural ways to boost up the productivity, such as meditation and aromatherapy.

## Video

[https://youtu.be/\\_NWFzLTbYSk](https://youtu.be/_NWFzLTbYSk)





EXPERIMENT

# SENSOUND

Headphones & App for London Pollution      2020

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Headphones block your connection with the surroundings. But SEN SOUND extends your senses with air and sound sensors, especially when you commute on the London Underground without any network signal.

Through the SEN SOUND App, you can monitor the air quality and noise level with the built-in sensors in the headphones. Optionally, your data can be contributed to the community for collaborative monitoring.

## Video

[https://youtu.be/\\_NWFzLTbYSk](https://youtu.be/_NWFzLTbYSk)

## Process Book

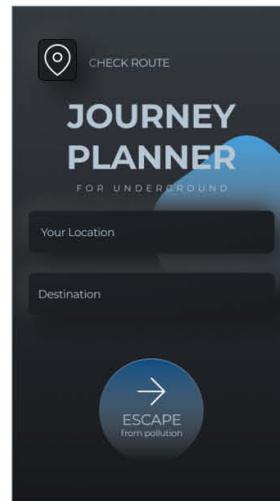
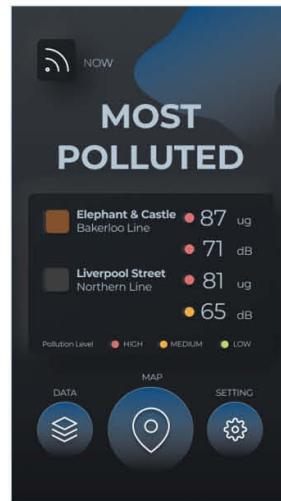
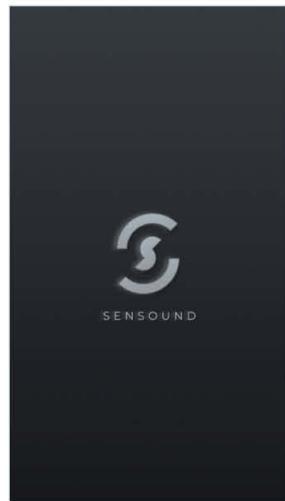
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**HEADPHONES**

APP  
UX/UI

## SENSOUND APP



## MAIN FUNCTIONS

**Most Polluted**

Keep the users updated with the most polluted station according to the average dust particle concentration and noise level

**Journey Planner**

Simplistic interface for people to check the route

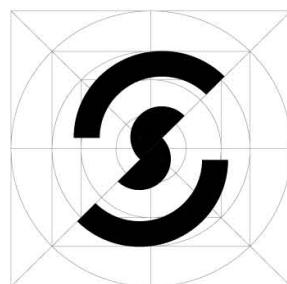
**Best Route**

Areas having high average pollution level are covered by a gradient color for better data visualization

**Best Route**

Data panel shows the latest collected data and allows users to contribute data easily

## APP ICON



## FONT &amp; STYLE

**Montserrat**

Montserrat

**Ag****Black**

```
ABCDEFGHIJKLMNPQRSTUVWXYZ
abcdefghijklmnoprstuvwxyz
0123456789
!@#$%^&*()
```

**Book**

```
ABCDEFGHIJKLMNPQRSTUVWXYZ
abcdefghijklmnoprstuvwxyz
0123456789
!@#$%^&*()
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# TAPOO

Zero-wasted Toilet System on Mars

Project for the Design Museum

2019  
the  
**DESIGN**  
MUSEUM



## Group Project

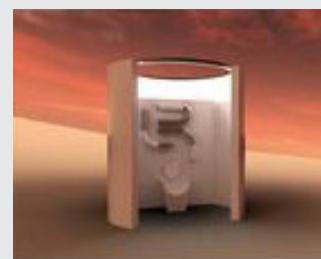
As a design engineer in the team, I was responsible for the 3D modeling, pre-visualization and electronics. Arduino was used as the micro-controller for buttons, suctions and lights.

## Video

[https://youtu.be/\\_NWFzLTbYSk](https://youtu.be/_NWFzLTbYSk)

Imagine we move to Mars and build up new everyday routine. Our body would face a challenge because of the change in mass. Our resources, including food and water, would be more limited than that on the Earth. Therefore, you need a help from a more ergonomic toilet design and a zero-wasted system.

TAPOO is a system consisted of a toilet design with "35-degree rule" and a recycling component. It utilizes suction power for waste removal, which can enhance the users' experience with the aid of suction. After the suction, the wastes would be collected for the 3 uses (food, energy and construction) according to the analysis result.



## MODELING & PROTOTYPING

